RIVER RAID II
For the
Atari 2600 and
the Atari 7800
in 2600 mode.
ACTIVISION

EmuMovies

River Raid II was designed by Dan Kitchen and programmed by Imagineering, Inc. This game is based on *River Raid*, which was designed by Carol Shaw.

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Operation River Raid

Alone in your F-14 assault jet, you're about to undertake the most explosive mission of your celebrated flying career.

After taking off from a sea-based carrier, you'll tear through the skies above the ocean and streak toward a river delta, where you must destroy an enemy bridge. Once past the delta, you must navigate back to the carrier and safely land. Without stopping for handshakes all around, you'll then set off on a new, more dangerous mission.

This is no contest for amateurs. Once airborne, you'll have to refuel in midair while outmaneuvering enemy fire. If you manage to outduel these fearless devils by blasting them with missiles or torpedoes, you'll also win points.

If you don't make it, two backup planes will come to your rescue. Your missions will continue until your squadron's name is history.

Getting Started

1. With the TV turned off, hook up your video game system to your TV.

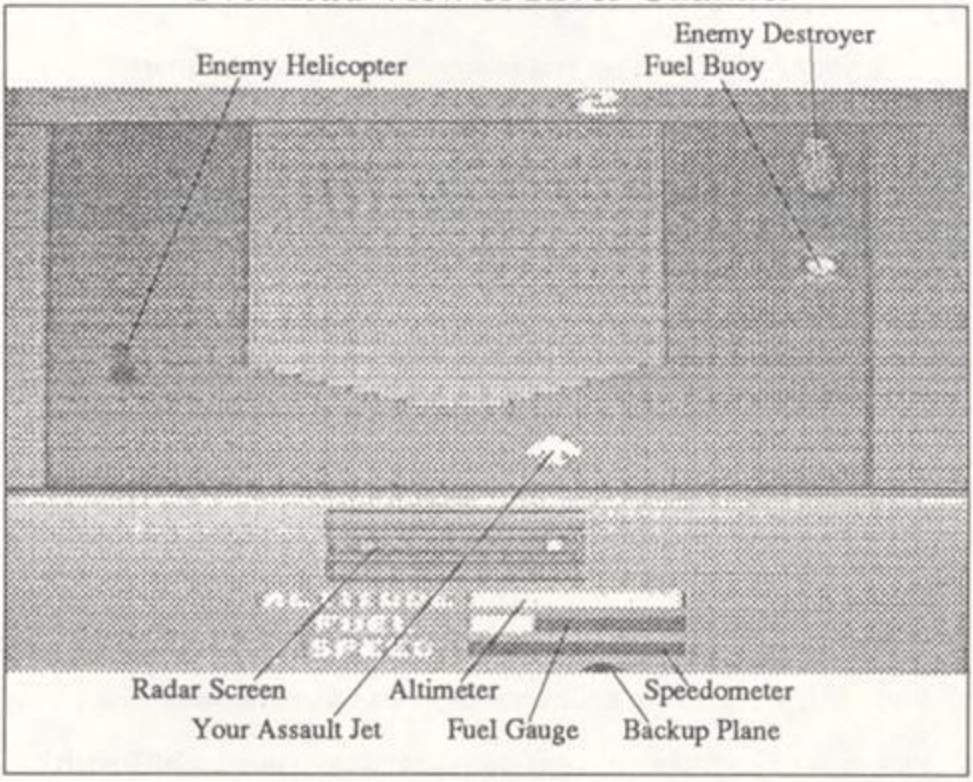
2. Plug in your joysticks. In a one-player game, you use the left joystick.

3. Turn on the TV, insert the *River Raid II* cartridge into the game console, and then turn on the game console.

4. Press the **SELECT** button to chose a one- or two-player game.

5. Set the **DIFFICULTY** switch to **A** or **B**. Switch A, the Expert Position, allows unguided missiles and torpedoes to shoot straight ahead only. Switch B, the Novice Position, lets you guide your missiles and torpedoes with the joystick controller after firing.

Overhead View of River Channel



1. To begin the game, press the joystick button or **RESET**. In a two-player game, Player One starts the game and takes off first.

2. To take off, press the joystick button again, holding it down to accelerate down the carrier runway. As you reach the end of the runway, quickly pull back on the joystick until you're airborne.

3. Once you're airborne, your Thrust bar will be replaced by an altimeter. To increase altitude, pull back on the joystick. To decrease altitude, push forward on the joystick. Increasing your altitude will slow you down; decreasing your altitude will speed you up.

Watch your altimeter. If you fly too low, you'll crash. The altimeter bar flashes red when you're dangerously low. If you fly over land when the altimeter bar is flashing, you'll crash.

The radar screen pinpoints your position throughout your mission and will identify the mission target as a flashing blip.

4. To bank right or left, move the joystick in the direction you want to go.

Refueling in Midair

To refuel, fly over the gold refueling planes that are flying in your direction. These planes appear only over the ocean, so watch your fuel gauge. At the river, you can refuel by flying at low altitude and picking up the gold buoys floating in the water. A warning sound will tell you when your fuel level is dangerously low. If you run out of fuel, you'll crash.

Conquering the Enemy

Avoid collisions with enemy helicopters, fighter jets, and flak bursts, or you'll be today's headline.

To fire missiles at helicopters and jets, press the joystick button. To drop torpedoes on enemy sea vessels, tanks, water towers, landing strips, buildings, or bridges, press the joystick button while pulling back on the joystick.

You cannot destroy enemy flak bursts. Just stay out of their way!

Landing

When calm seas appear below, your aircraft carrier is close by. The radar screen will display your altitude and proximity to the ship.

1. Pull the joystick back to maintain your altitude.

2. Hold down the joystick button. The Thrust bar replaces the altimeter. Increase your thrust until you reach the aircraft carrier.

3. As soon as you're over the carrier, release the joystick button and quickly push the joystick forward to land.

Your F-14 Assault Jet Squadron

The backup jets in your squadron will take over if you crash, run out of fuel, or are hit by the enemy. Whenever a new plane steps in, it will continue the mission at the position where the last plane was destroyed. Backup planes always begin with a full fuel tank and at the highest altitude.

The End of the Mission

The game ends if you lose all three planes or you successfully destroy the enemy target and land on the aircraft carrier. At this point you can start a new game or continue the game with a new, more difficult mission. Each new game or mission begins back on the carrier.

River Raid II *Flying Tips*

- Try to enter the river channel with a full tank of fuel. Fuel is tough to come by at the river scene.
- Maintain a low altitude when flying over the river. It's easier to swoop down and pick up fuel buoys.
- Keep a close eye on your radar to locate your mission target.

Scoring

In a two-player game, Player One's score is displayed in white and Player Two's score is in black.

Enemy Object	Point Value
Fighter Jet	100
Helicopter	150
Destroyer	200
Carrier	250
Water Tower	300
Building	400
Landing Strip	500
Tank	600
Bridge	2500

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